

The NextGen Decision Game



Decision making can be regarded as an outcome of mental processes leading to the selection of a course of action among several alternatives. Every decision making process produces a final choice. The output can be an action or an opinion of choice. Group decision making is decision making in groups consisting of multiple members. The challenge of group decision is deciding what action a group should take. Consensus decision-making tries to avoid "winners" and "losers". Consensus requires that a majority approve a given course of action, but that the minority agree to go along with the course of action. The decision making process must be regarded as a continuous process integrated in the interaction with the environment. It might be regarded as a problem solving activity which is terminated when a satisfactory solution is found. (Wikipedia)

43	44	45	46	47	48	Decision
42	41	40	39	38	37	36
29	30	31	32	33	34	35
28	27	26	25	24	23	22
15	16	17	18	19	20	21
14	13	12	11	10	9	8
Hangar	2	3	4	5	6	7

Action Cards

Place Action Cards here

Rules

1. Cut out all pieces, glue EMT members and find a dice.
2. The aim of the game is to be the first EMT member to make a decision.
3. Choose the EMT member you want to represent and start at the Hangar.
4. The first EMT member to roll 1 or 6 can go to Hangar.
5. Each subsequent EMT member must also throw a 1 or 6 to enter the board.
6. Roll the dice and follow the squares as indicated on the dice.
7. If you land at the base of a ladder you MUST go up the ladder.
8. If you land at the top of a rope you MUST go down the rope.
8. If you land on an airplane take an action card and follow the instructions.
9. Complete the game if you can.
10. The first EMT member to reach the decision square is the winner.

Action Card
Managers nominate team and set clear expectations - go 1 step forward

Action Card
Project team meets to celebrate success thus far and to reach consensus on approach and team framework - go 1 step forward

Action Card
Project team meets with Steering Group and EMT at least once, so that management acknowledge the journey ahead - go 3 steps forward



Action Card
EMT (via Steering Group) makes clear statements on strategy - go 5 steps forward

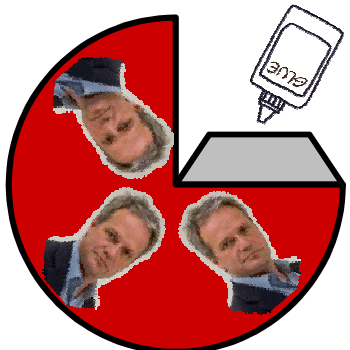
Action Card
EMT make a decision by consensus (just as the project team was required to do), congratulations, you are leading by example - go 5 steps forward

Action Card
The vendor data centre has fully independent fire cells - go 3 steps forward

Action Card
Candy is sweet - because of this & other related contributing factors contributed to the vote - go 3 steps forward

Action Card
Program Lead and Lead SMEs nominated, Project Kick Off held, team mobilized - go 3 steps forward

Action Card
Process / Architecture / Requirements Packs finalized, approved and printed - go 5 steps forward



Action Card
One out of 3 vendors ruled out after Expression of Interest (EOI) - go 3 steps forward

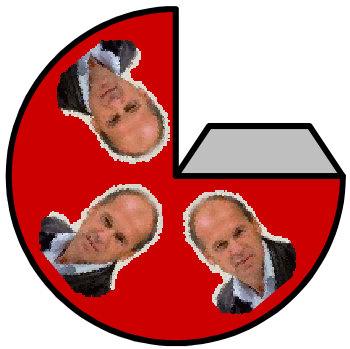
Action Card
"The Box" was handed over during an extensive night - go 5 steps forward

Action Card
A sightseeing trip turns into a rendezvous after a heavy night, vendor response delivered - go 5 steps forward

Action Card
Both vendors are buying the team drinks and dinner, morale is up but score is not changing - go 3 steps forward

Action Card
We are perceived as a hyperactive child with a personality disorder - decide if you go 3 steps forward or back

Action Card
One vendor team member swapped the Suit for a Virgin Blue T-Shirt - cultural adaption - pick up another action card



Action Card
Project team are not given advance notice of timelines and meetings - pick up another action card and hope that the team doesn't burn out or feel underappreciated

Action Card
Gap analysis work does not commence within 7 days - go back to hangar (we're forgetting what we've reviewed already!)

Action Card
Project leaders set timelines that are too restrictive and stop intellectual and business discussion - go 2 steps back

Action Card
Steering Group ask for reviews from 5,000 different angles to be presented to stakeholders that you have never been exposed to - go 5 steps back, you're wasting time.

Action Card
No consensus from Stakeholders - go back to Hangar and do not leave hangar until you throw a 6 when it's your turn

Action Card
CEO on holiday - no decision - go 1 step back



Action Card
The process packs got delivered into the vendor working room too early - go 1 step back

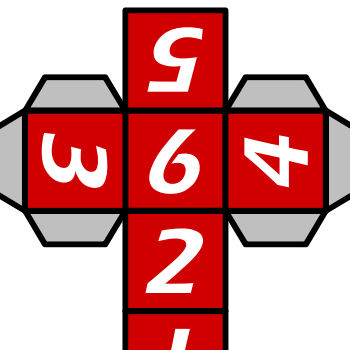
Action Card
For Configuration Management one vendor referring to wikipedia the other one doesn't know what that is - go 3 steps back

Action Card
Parlez-vous Français? - if yes go 3 steps forward if not go 3 steps back

Action Card
Reference checks have been done - go 5 steps back regardless which vendor you are thinking of at this point in time

Action Card
The EMT met & met & met & met & - skip two turns

Action Card
Focus on the decision - stay where you are because you didn't focus enough



Action Card
The evaluation project budget overran by 6%, your credibility is ruined - go 2 steps back

Action Card
Major calculation error in the Business Case and no Benefits identified - identify a player that need to skip 2 turns

Action Card
One EMT member swung to the other side - pretend you can make a decision, wake up and go back to hangar